

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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### Unique solved — gtrhetr

Links: [problem](#) ([problemset](#)), [Tutorial](#), [submission](#) (first AC).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 491

1.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[gtrhetr's solution](#)

2.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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3.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[gtrhetr's solution](#)

4.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gtrhetr's solution](#)

5.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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6.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

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7.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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8.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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9.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**10.**

1146A

[Love "A" · Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[gtrhet's solution](#)

**11.**

1114A

[Got Any Grapes? · Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[gtrhet's solution](#)

**12.**

1106A

[Lunar New Year and Cross Counting · Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation  
[gtrhet's solution](#)

**13.**

1065A

[Vasya and Chocolate · Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math  
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**14.**

1110A

[Parity · Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math  
[gtrhet's solution](#)

**15.**

1106C

[Lunar New Year and Number Division · Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
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**16.**

1252A

[Copying Homework · Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**17.**

1023B

[Pair of Toys · Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**18.**

1111A

[Superhero Transformation · Tutorial](#)

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings  
[gtrhet's solution](#)

**19.**

1523B

[Lord of the Values · Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[gtrhet's solution](#)

**20.**

1214B

[Badges · Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[gtrhet's solution](#)

**21.**

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[gtrhet's solution](#)

**22.**

1119A

[Ilya and a Colorful Walk · Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[gtrhet's solution](#)

**23.**

1305B

[Kuroni and Simple Strings · Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[gtrhet's solution](#)

**24.**

1214C

[Bad Sequence · Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[gtrhet's solution](#)

**25.**

1149A

[Prefix Sum Primes · Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**26.**

1023C

[Bracket Subsequence · Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**27.**

1023A

[Single Wildcard Pattern Matching · Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[gtrhet's solution](#)

**28.**

1955C

[Inhabitant of the Deep Sea · Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[gtrhet's solution](#)

**29.**

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[gtrhet's solution](#)

**30.**

1178C

[Tiles · Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
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**31.**

1178B

[WOW Factor · Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[gtrhet's solution](#)

**32.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gtrhet's solution](#)

**33.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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**34.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

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**35.**

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[gtrhet's solution](#)

**36.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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**37.**

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

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**38.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[gtrhet's solution](#)

**39.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

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**40.**

1320A

[Journey Planning](#) · [Tutorial](#)

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**41.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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42.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
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43.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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44.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings  
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45.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[gtrhet's solution](#)

46.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
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47.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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48.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings  
[gtrhet's solution](#)

49.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
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50.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
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51.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
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52.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[gtrhet's solution](#)

**53.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[gtrhet's solution](#)

**54.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**55.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[gtrhet's solution](#)

**56.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[gtrhet's solution](#)

**57.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gtrhet's solution](#)

**58.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[gtrhet's solution](#)

**59.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[gtrhet's solution](#)

**60.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[gtrhet's solution](#)

**61.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

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**62.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

implementation, trees

[gtrhet's solution](#)

**63.**

1349A

[Orac and LCM](#) · [Tutorial](#)

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**64.**

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

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**65.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[gtrhet's solution](#)

**66.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[gtrhet's solution](#)

**67.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**68.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

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**69.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

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**70.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

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**71.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**72.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[gtrhet's solution](#)

**73.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
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**74.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[gtrhetr's solution](#)

**75.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy  
[gtrhetr's solution](#)

**76.**

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[gtrhetr's solution](#)

**77.**

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[gtrhetr's solution](#)

**78.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
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**79.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
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**80.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
[gtrhetr's solution](#)

**81.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[gtrhetr's solution](#)

**82.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[gtrhetr's solution](#)

**83.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
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**84.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[gtrhet's solution](#)

**85.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[gtrhet's solution](#)

**86.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[gtrhet's solution](#)

**87.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[gtrhet's solution](#)

**88.**

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[gtrhet's solution](#)

**89.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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**90.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[gtrhet's solution](#)

**91.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[gtrhet's solution](#)

**92.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[gtrhet's solution](#)

**93.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[gtrhet's solution](#)

**94.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[gtrhet's solution](#)

**95.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[gtrhet's solution](#)

**96.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gtrhet's solution](#)

**97.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[gtrhet's solution](#)

**98.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gtrhet's solution](#)

**99.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[gtrhet's solution](#)

**100.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: games

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**101.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gtrhet's solution](#)

**102.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gtrhet's solution](#)

**103.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[gtrhet's solution](#)

**104.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[gtrhet's solution](#)

**105.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[gtrhet's solution](#)

**106.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[gtrhet's solution](#)

**107.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[gtrhet's solution](#)

**108.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[gtrhet's solution](#)

**109.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[gtrhet's solution](#)

**110.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[gtrhet's solution](#)

**111.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[gtrhet's solution](#)

**112.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[gtrhet's solution](#)

**113.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[gtrhet's solution](#)

**114.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[gtrhet's solution](#)

**115.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[gtrhet's solution](#)

**116.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers  
[gtrhet's solution](#)

**117.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees  
[gtrhet's solution](#)

**118.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[gtrhet's solution](#)

**119.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers  
[gtrhet's solution](#)

**120.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dp  
[gtrhet's solution](#)

**121.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[gtrhet's solution](#)

**122.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[gtrhet's solution](#)

**123.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[gtrhet's solution](#)

**124.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[gtrhet's solution](#)

**125.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

sortings, two pointers

[gtrhet's solution](#)

**126.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[gtrhet's solution](#)

**127.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[gtrhet's solution](#)

**128.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[gtrhet's solution](#)

**129.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[gtrhet's solution](#)

**130.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[gtrhet's solution](#)

**131.**

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[gtrhet's solution](#)

**132.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-04-05 · last AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gtrhet's solution](#)

**133.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[gtrhet's solution](#)

**134.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gtrhet's solution](#)

**135.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, graphs, greedy, trees

[gtrhet's solution](#)

**136.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[gtrhet's solution](#)

**137.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[gtrhet's solution](#)

**138.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[gtrhet's solution](#)

**139.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhet's solution](#)

**140.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[gtrhet's solution](#)

**141.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhet's solution](#)

**142.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[gtrhet's solution](#)

**143.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[gtrhet's solution](#)

**144.**

1158C

[Permutation recovery](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[gtrhet's solution](#)

**145.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[gtrhet's solution](#)

**146.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[gtrhet's solution](#)

**147.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[gtrhet's solution](#)

**148.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[gtrhet's solution](#)

**149.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[gtrhet's solution](#)

**150.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gtrhet's solution](#)

**151.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[gtrhet's solution](#)

**152.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[gtrhet's solution](#)

**153.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[gtrhet's solution](#)

**154.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[gtrhet's solution](#)

**155.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[gtrhet's solution](#)

**156.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[gtrhet's solution](#)

**157.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[gtrhet's solution](#)

**158.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[gtrhet's solution](#)

**159.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[gtrhet's solution](#)

**160.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[gtrhet's solution](#)

**161.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[gtrhet's solution](#)

**162.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp

[gtrhet's solution](#)

**163.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[gtrhet's solution](#)

**164.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[gtrhet's solution](#)

**165.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[gtrhet's solution](#)

**166.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities  
[gtrhet's solution](#)

**167.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[gtrhet's solution](#)

**168.**

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[gtrhet's solution](#)

**169.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[gtrhet's solution](#)

**170.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[gtrhet's solution](#)

**171.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[gtrhet's solution](#)

**172.**

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy  
[gtrhet's solution](#)

**173.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[gtrhet's solution](#)

**174.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-05 · last AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[gtrhet's solution](#)

**175.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[gtrhet's solution](#)

**176.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[gtrhet's solution](#)

**177.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[gtrhet's solution](#)

**178.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, strings

[gtrhet's solution](#)

**179.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[gtrhet's solution](#)

**180.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[gtrhet's solution](#)

**181.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[gtrhet's solution](#)

**182.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[gtrhet's solution](#)

**183.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[gtrhet's solution](#)

**184.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[gtrhet's solution](#)

**185.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[gtrhet's solution](#)

**186.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[gtrhet's solution](#)

**187.**

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[gtrhet's solution](#)

**188.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[gtrhet's solution](#)

**189.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[gtrhet's solution](#)

**190.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[gtrhet's solution](#)

**191.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[gtrhet's solution](#)

**192.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[gtrhet's solution](#)

**193.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[gtrhet's solution](#)

**194.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[gtrhet's solution](#)

**195.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[gtrhet's solution](#)

**196.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[gtrhet's solution](#)

**197.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[gtrhet's solution](#)

**198.**

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings  
[gtrhet's solution](#)

**199.**

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[gtrhet's solution](#)

**200.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math  
[gtrhet's solution](#)

**201.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[gtrhet's solution](#)

**202.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[gtrhet's solution](#)

**203.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu  
[gtrhet's solution](#)

**204.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[gtrhet's solution](#)

**205.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[gtrhet's solution](#)

**206.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[gtrhet's solution](#)

**207.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math  
[gtrhet's solution](#)

**208.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[gtrhet's solution](#)

**209.**

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[gtrhet's solution](#)

**210.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[gtrhet's solution](#)

**211.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[gtrhet's solution](#)

**212.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[gtrhet's solution](#)

**213.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[gtrhet's solution](#)

**214.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[gtrhet's solution](#)

**215.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[gtrhet's solution](#)

**216.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gtrhet's solution](#)

**217.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gtrhet's solution](#)

**218.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[gtrhet's solution](#)

## 219.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[gtrhet's solution](#)

## 220.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[gtrhet's solution](#)

## 221.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[gtrhet's solution](#)

## 222.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[gtrhet's solution](#)

## 223.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[gtrhet's solution](#)

## 224.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[gtrhet's solution](#)

## 225.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[gtrhet's solution](#)

## 226.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[gtrhet's solution](#)

## 227.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-04-06 · last AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[gtrhet's solution](#)

## 228.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[gtrhet's solution](#)

**229.**

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[gtrhet's solution](#)

**230.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[gtrhet's solution](#)

**231.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-08 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[gtrhet's solution](#)

**232.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[gtrhet's solution](#)

**233.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[gtrhet's solution](#)

**234.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[gtrhet's solution](#)

**235.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[gtrhet's solution](#)

**236.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gtrhet's solution](#)

**237.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[gtrhet's solution](#)

**238.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[gtrhet's solution](#)

**239.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[gtrhet's solution](#)

**240.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[gtrhet's solution](#)

**241.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[gtrhet's solution](#)

**242.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[gtrhet's solution](#)

**243.**

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[gtrhet's solution](#)

**244.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[gtrhet's solution](#)

**245.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[gtrhet's solution](#)

**246.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[gtrhet's solution](#)

**247.**

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[gtrhet's solution](#)

**248.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[gtrhet's solution](#)

**249.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[gtrhet's solution](#)

**250.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[gtrhet's solution](#)

**251.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math  
[gtrhetr's solution](#)

**252.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees  
[gtrhetr's solution](#)

**253.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[gtrhetr's solution](#)

**254.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[gtrhetr's solution](#)

**255.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[gtrhetr's solution](#)

**256.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings  
[gtrhetr's solution](#)

**257.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[gtrhetr's solution](#)

**258.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
[gtrhetr's solution](#)

**259.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[gtrhetr's solution](#)

**260.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[gtrhetr's solution](#)

**261.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[gtrhet's solution](#)

**262.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[gtrhet's solution](#)

**263.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[gtrhet's solution](#)

**264.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhet's solution](#)

**265.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[gtrhet's solution](#)

**266.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[gtrhet's solution](#)

**267.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[gtrhet's solution](#)

**268.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[gtrhet's solution](#)

**269.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[gtrhet's solution](#)

**270.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gtrhet's solution](#)

**271.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[gtrhet's solution](#)

**272.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[gtrhet's solution](#)

**273.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[gtrhet's solution](#)

**274.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[gtrhet's solution](#)

**275.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[gtrhet's solution](#)

**276.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar  
[gtrhet's solution](#)

**277.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[gtrhet's solution](#)

**278.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees  
[gtrhet's solution](#)

**279.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees  
[gtrhet's solution](#)

**280.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive  
[gtrhet's solution](#)

**281.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees  
[gtrhet's solution](#)

**282.**

1250D

[Conference Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[gtrhet's solution](#)

**283.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[gtrhet's solution](#)

**284.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-31 · last AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees  
[gtrhet's solution](#)

**285.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees  
[gtrhet's solution](#)

**286.**

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive  
[gtrhet's solution](#)

**287.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy  
[gtrhet's solution](#)

**288.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[gtrhet's solution](#)

**289.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices  
[gtrhet's solution](#)

**290.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[gtrhet's solution](#)

**291.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices  
[gtrhet's solution](#)

**292.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings  
[gtrhet's solution](#)

**293.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[gtrhet's solution](#)

**294.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math  
[gtrhet's solution](#)

**295.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[gtrhet's solution](#)

**296.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths  
[gtrhet's solution](#)

**297.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[gtrhet's solution](#)

**298.**

966F

[Parametric Circulation](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[gtrhet's solution](#)

**299.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**300.**

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[gtrhet's solution](#)

**301.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[gtrhet's solution](#)

**302.**

947E

[Perpetual Subtraction](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices  
[gtrhet's solution](#)

**303.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities  
[gtrhet's solution](#)

**304.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**305.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhet's solution](#)

**306.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[gtrhet's solution](#)

**307.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[gtrhet's solution](#)

**308.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[gtrhet's solution](#)

**309.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[gtrhet's solution](#)

**310.**

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[gtrhet's solution](#)

**311.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[gtrhet's solution](#)

**312.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[gtrhet's solution](#)

**313.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[gtrhet's solution](#)

**314.**

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**315.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[gtrhet's solution](#)

**316.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[gtrhet's solution](#)

**317.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[gtrhet's solution](#)

**318.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[gtrhet's solution](#)

**319.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[gtrhet's solution](#)

**320.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[gtrhet's solution](#)

**321.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhet's solution](#)

**322.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[gtrhet's solution](#)

**323.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[gtrhet's solution](#)

**324.**

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[gtrhet's solution](#)

**325.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-05-21 · last AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[gtrhet's solution](#)

**326.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[gtrhetr's solution](#)

**327.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[gtrhetr's solution](#)

**328.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[gtrhetr's solution](#)

**329.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[gtrhetr's solution](#)

**330.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[gtrhetr's solution](#)

**331.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[gtrhetr's solution](#)

**332.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[gtrhetr's solution](#)

**333.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gtrhetr's solution](#)

**334.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[gtrhetr's solution](#)

**335.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhetr's solution](#)

**336.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[gtrhetr's solution](#)

**337.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhetr's solution](#)

**338.**

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[gtrhetr's solution](#)

**339.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhetr's solution](#)

**340.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[gtrhetr's solution](#)

**341.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[gtrhetr's solution](#)

**342.**

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[gtrhetr's solution](#)

**343.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[gtrhetr's solution](#)

**344.**

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[gtrhetr's solution](#)

**345.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[gtrhetr's solution](#)

**346.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[gtrhetr's solution](#)

**347.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[gtrhetr's solution](#)

**348.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[gtrhetr's solution](#)

**349.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[gtrhetr's solution](#)

**350.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-16 · last AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[gtrhetr's solution](#)

**351.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2019-03-12 · last AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings  
[gtrhetr's solution](#)

**352.**

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[gtrhetr's solution](#)

**353.**

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[gtrhetr's solution](#)

**354.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[gtrhetr's solution](#)

**355.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[gtrhetr's solution](#)

**356.**

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs  
[gtrhetr's solution](#)

**357.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[gtrhetr's solution](#)

**358.**

1098F

[AbÖgVæ7Föä](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[gtrhet's solution](#)

**359.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[gtrhet's solution](#)

**360.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[gtrhet's solution](#)

**361.**

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[gtrhet's solution](#)

**362.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[gtrhet's solution](#)

**363.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[gtrhet's solution](#)

**364.**

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[gtrhet's solution](#)

**365.**

104381N

[Hopscotch](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**366.**

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[gtrhet's solution](#)

**367.**

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**368.**

103371I

[Organizing Colored Sheets](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**369.**

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**370.**

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**371.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**372.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**373.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**374.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**375.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**376.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**377.**

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**378.**

103260D

[Output Limit Exceeded](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**379.**

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**380.**

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**381.**

103260A

[Assignment Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**382.**

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**383.**

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**384.**

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**385.**

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**386.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**387.**

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**388.**

103652F

[Square Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**389.**

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**390.**

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**391.**

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**392.**

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**393.**

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**394.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**395.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**396.**

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**397.**

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**398.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**399.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**400.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**401.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**402.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**403.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**404.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**405.**

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**406.**

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**407.**

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**408.**

103098B

[Beautiful Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**409.**

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**410.**

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**411.**

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**412.**

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**413.**

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**414.**

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**415.**

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · GNU C11 (first AC) · Tags: —

[gtrhet's solution](#)

**416.**

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**417.**

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**418.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**419.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**420.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**421.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**422.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**423.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**424.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**425.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**426.**

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**427.**

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**428.**

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**429.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**430.**

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**431.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**432.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**433.**

102832D

[Meaningless Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**434.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[gtrhet's solution](#)

**435.**

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**436.**

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**437.**

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**438.**

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**439.**

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**440.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**441.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**442.**

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**443.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**444.**

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**445.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**446.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**447.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**448.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**449.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**450.**

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[gtrhet's solution](#)

**451.**

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**452.**

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**453.**

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**454.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**455.**

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · last AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**456.**

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**457.**

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**458.**

102201I

[Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**459.**

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**460.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**461.**

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**462.**

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**463.**

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**464.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gtrhet's solution](#)

**465.**

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**466.**

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**467.**

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**468.**

102391E

[Dead Cacti Society](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · last AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**469.**

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**470.**

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**471.**

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**472.**

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**473.**

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**474.**

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**475.**

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**476.**

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · last AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**477.**

102129J

[The Zong of the Zee](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**478.**

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**479.**

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**480.**

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**481.**

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**482.**

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**483.**

102331K

[K-pop Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**484.**

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**485.**

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**486.**

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**487.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**488.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**489.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[gtrhet's solution](#)

**490.**

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)

**491.**

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · last AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[gtrhet's solution](#)